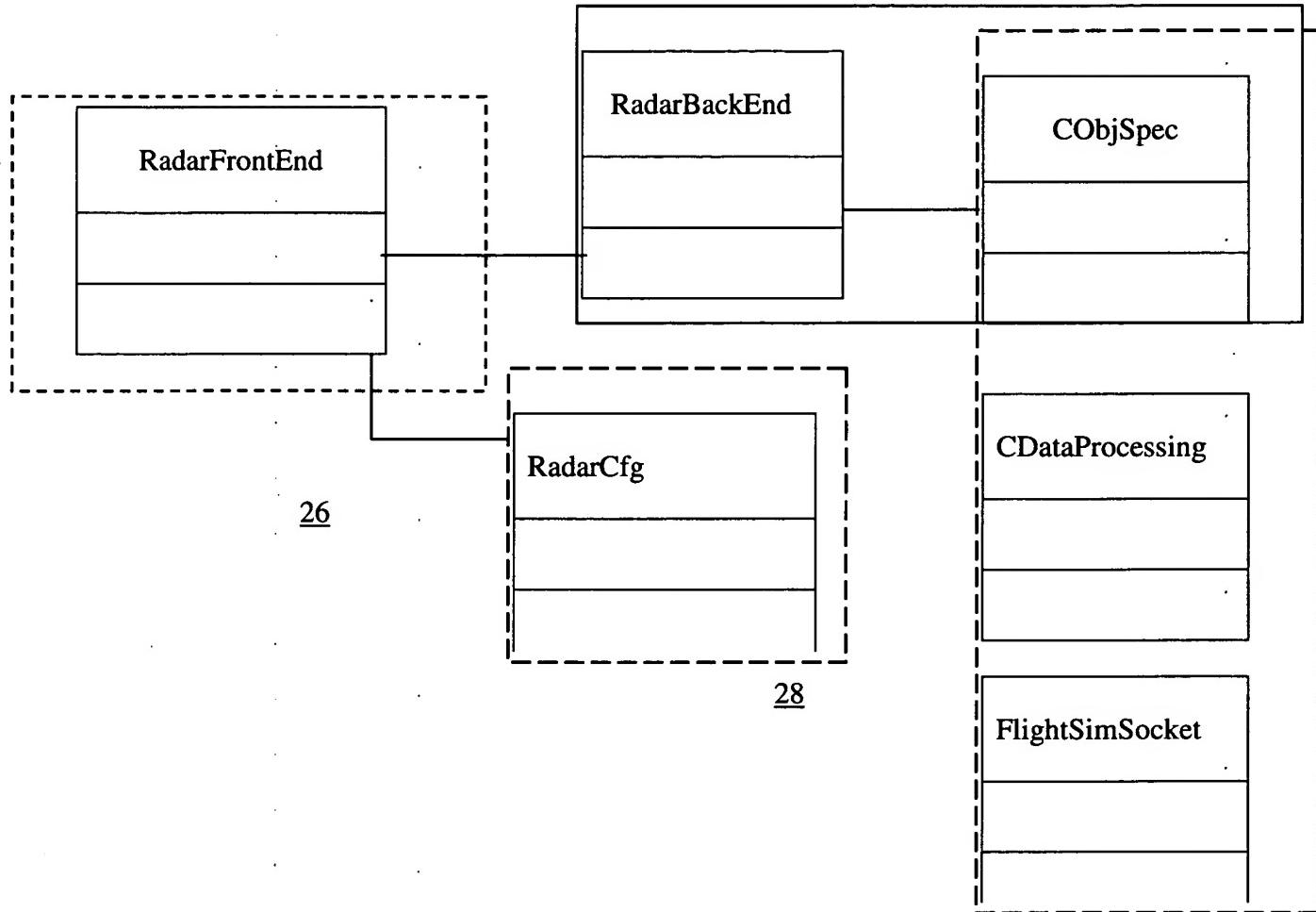




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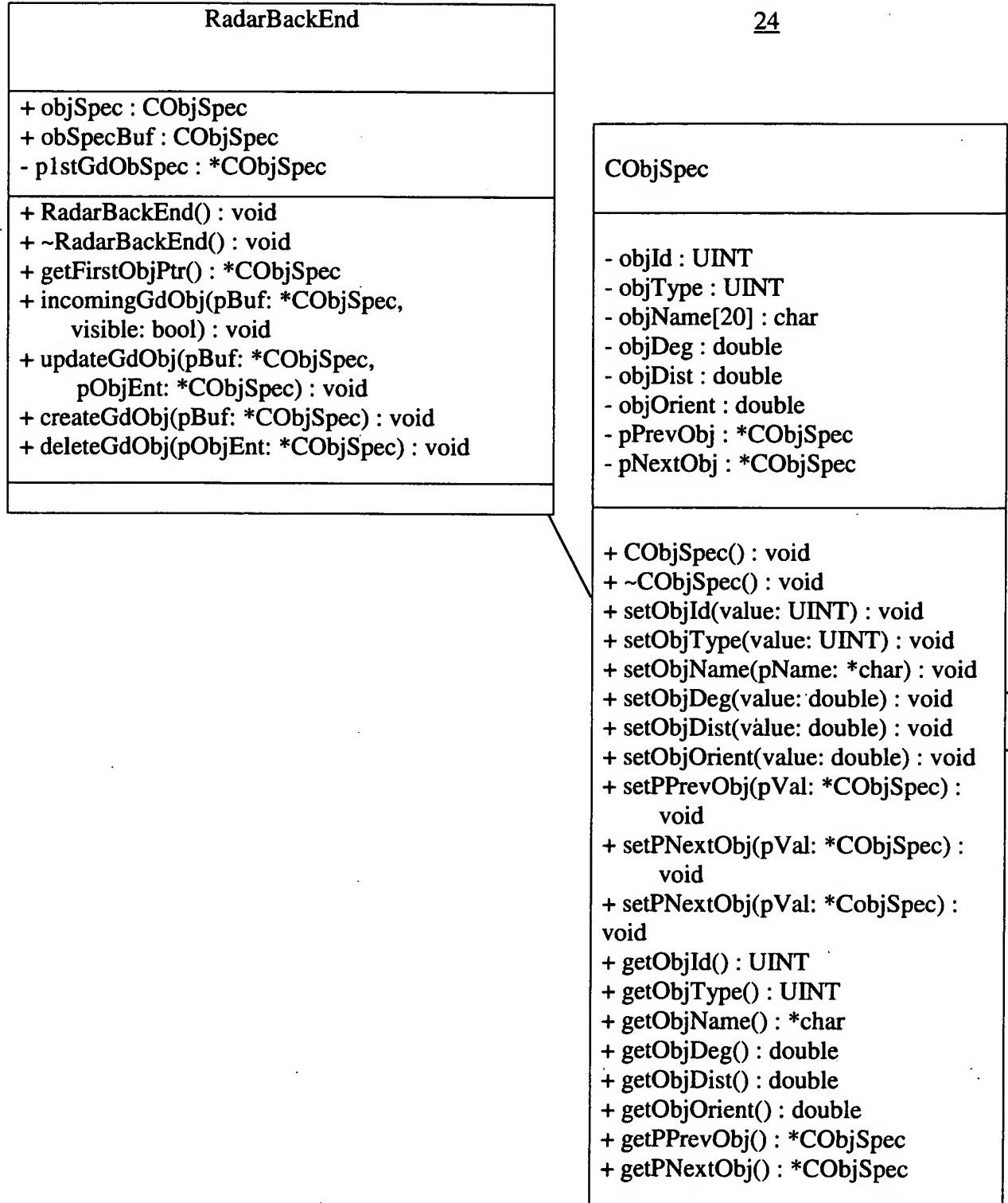
FIG 4

RadarFrontEnd	
<ul style="list-style-type: none">- bRotate : bool- bClearDisp : bool- bStopRendering : bool- bStandby : bool- iLinearSize : GLuint- cxCenter : float- cyCenter : float- lSweepAngle : float- lAlphaFade : float- lSweepIncrement : float- lRange : float- lGainFactor : float- hpTextures[10] : GLuint- lpSweepTexture[128][4] : GLfloat- uipRenderTexture[65536][3] : GLuint- pRadarBackEnd : *RadarBackEnd- pRadarCfg : *RadarCfg- pFirstNtt : *CobjSpec	26
<ul style="list-style-type: none">+ RadarFrontEnd(pConfig: RadarCfg, pBackEnd: RadarBackEnd, cxWidth: GLint, cyHeight: GLint) : void+ ~RadarFrontEnd() : void+ renderScene() : void+ updateParameters() : void+ pauseRendering() : void+ continueRendering() : void+ getHeloYaw() : void- orthoMode(xLeft: GLint, xRight: GLint, yBottom: GLint, yTop: GLint) : void- perspectiveMode() : void- createSweep(uiTextureID: GLuint, lxCenter: GLfloat, lyCenter: GLfloat, lzCenter: GLfloat, lxWidth: GLfloat, lyLength: GLfloat, lzHeight: GLfloat) : void- createTexture(uiTextureID: GLuint) : void- renderMotionBlur(uiTextureID: GLuint) : void- renderHeloSymbol() : void- drawBlip(): void	



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RadarCfg

- iModeSpeed : UINT
- iRcvrGain : UINT
- iStab : UINT
- iEraseGPI : UINT
- iPersist : UINT
- iRange : UINT
- cxHelo : UINT
- cyHelo : UINT
- cyHeloOffset : UINT

+ RadarCfg(rModeSpeed: UINT, rRcvrGain: UINT, rStab: int, rEraseGPI: int, rPersist:
 UINT, rRange:UINT, rXPos: UINT, rYPos: UINT, rYOffset: UINT) : void
+ setModeSpeed(rParam: UINT) : void
+ setRcvrGain(rParam: UINT) : void
+ setStab(rParam: UINT) : void
+ setEraseGPI(rParam: UINT) : void
+ setPersist(rParam: int) : void
+ setRange(rParam: UINT) : void
+ setHeloXPos(rParam: UINT) : void
+ setHeloYPos(rParam: UINT) : void
+ setHeloYOffset(rParam: UINT) : void
+ getModeSpeed() : UINT
+getRcvrGain() : UINT
+ getStab() : UINT
+ getEraseGPI() : UINT
+ getPersist() : UINT
+ getRange() : UINT
+ getHeloXPos() : UINT
+ getHeloYPos() : UINT
+ ~RadarCfg() : void



FIG 4

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